FIREBIRD

SUMMARY OF CONTROLS

SPACE FLIGHT CONTROLS

Anticlockwise roll	`,<` – or joystick
Clockwise roll	`.>` – or joystick
Dive	`S` – or joystick
Climb	`X` – or joystick
Increase speed	Space Bar
Decrease speed	`/?`
Front view	`F1`
Back view	`F3`
Left view	`F5`
Right view	`F7`

SPACE COMBAT CONTROLS

Fire laser	`A` – or fire button
Target missile	`T`
Fire missile	`M`
Unarm missile	`U`
ECM	`E`
Energy bomb	`C`
Escape capsule	`←`
Docking computer on	`C`
Docking computer off	`P`

NAVIGATIONAL CONTROLS

Hyperspace	`H`
Intergalactic jump	`ctrl` `H`
Distance to system	`D`
Cursor cross home	`O`
Cursor cross control	`←crsr→` `↑crsr↓`
Galactic chart	`4`
Local cluster chart	`5`

TRADING CONTROLS

Launch from station	`F1` – only while docked
Buy cargo	`1` – only while docked
Sell cargo	`2` – only while docked
Equip ship	`3` – only while docked
Galactic chart	`4`
Local cluster chart	`5`
Data on system	`6`
Market prices	`7`
Status page	`8`
Inventory	`9`
Find Planet	`F` – only while docked

GAME CONTROLS

Game skip	`J`
Freeze game	`Inst Del`
Continue game	`Clr Home`
Initiate save	`@` – only while docked

OTHER CONTROLS

Note: These controls can only be used while the game is frozen.

Keyboard recentering toggle	`A`
Keyboard damping toggle	`Run Stop`
Keyboard/joystick toggle	`K`
Reverse joystick	`Y` – Y-channel only
Reverse joystick	`J` – both channels
Docking music on/off	`M`
Sound effects off	`Q`
Sound effects on	`S`
Flashing red/yellow toggle	`F`
Planet surface lines	`P`
Start new game	`←`

The keyboard recentering toggle (A) will disable and re-enable the recentering in roll and dive/climb control. When recentering is enabled, a small amount of climb (or clockwise roll) cancels any dive (or anticlockwise roll) and vice versa.

The keyboard damping toggle (RUN STOP) will disable and re-enable the automatic damping of a roll, dive or climb while in keyboard control.

The J key will reverse both channels of the joystick enabling it to be held either way around. The Y key will reverse the Y-channel only so that pushing the joystick forward will result in a climb and pulling it back will result in a dive; roll will not be affected. The J and Y keys can be used in conjunction.

The F key will make dial information appearing in red flash red and yellow. This will make the screen display clear for users with black and white televisions or monochrome monitors.